

Abstract of the Disclosure

A game board apparatus (10) includes a channel (12) that contains and guides a game position marker (11) to a game position marker station as selected by a game player. An access channel (28) serves to provide convenient access to both the marker (11) and the channel (12) to facilitate such selected movement and positioning. Pressure exerted on the apparatus in the vicinity of the game position marker (11) will cause the game position marker (11) to close an electric circuit that includes two opposing electrodes (13 and 15). Completion of this circuit in turn can serve to energize a corresponding alert (such as a visual cue, an auditory cue, and the like). In a preferred embodiment, two such game boards are coupled one to the other to facilitate game play.